

The diagram illustrates a computer system architecture. A dashed box labeled 20 represents the system boundary. Inside, a **PROCESSING UNIT** (21) is connected to a **SYSTEM BUS** (23). The bus connects to several interfaces: **HARD DISK DRIVE INTERFACE** (32) leading to a hard disk (27); **MAGNETIC DISK DRIVE INTERFACE** (33) leading to a floppy disk (28); **OPTICAL DRIVE INTERFACE** (34) leading to an optical drive (30); and **SERIAL PORT INTERFACE** (46) leading to a modem (42). A **VIDEO ADAPTER** (48) is also connected to the bus and a **MONITOR** (47). A **NETWORK INTERFACE** (53) connects the bus to a **LOCAL AREA NETWORK** (51). The modem (42) connects to a **WIDE AREA NETWORK** (52) via a **MODEM** (54). A **REMOTE COMPUTER** (49) is connected to the wide area network. **APPLICATION PROGRAMS** (36) are shown as a separate block connected to the system. A detailed view of the **SYSTEM MEMORY** (24) is shown, divided into **(ROM)** and **(RAM)** sections. The ROM section contains the **BIOS** (26). The RAM section contains the **OPERATING SYSTEM** (35), **APPLICATION PROGRAMS** (36), **OTHER PROGRAM MODULES** (37), and **PROGRAM DATA** (38). A legend at the bottom right clarifies the memory components: **OPERATING SYSTEM** (35), **APPLICATION PROGRAMS** (36), **OTHER PROGRAM MODULES** (37), and **PROGRAM DATA** (38).